NOVA BLAST

INSTRUCTIONS

Emergency Nova 1, the last of the Novan fleet, must singlehandedly defeat alien attackers, or risk destruction! Race to protect the 4 capsuled cities but beware of the deadly Water Walkers and fearsome airborne enemies!

YOUR ASSIGNMENT

- Protect your 4 cities!
- Avoid collisions and shots from enemies.
- If all 4 cities are destroyed or if Nova 1 is damaged by too many hits - the game ends.

PICK YOUR GAME

- With power **OFF**, insert cartridge, label up.
- Turn power **ON**.
- Plug joystick into Port 1.
- When game title appears, select skill level by pressing Cadet (F3 beginner), Captain (F5 intermediate) or Admiral (F7 expert), then press F1 to start.
- To play another game, press **RESTORE**, select desired rank, then press **F1 to START**.

STEERING

- Move joystick in desired direction of travel.
- Release joystick and Nova 1 slows down to a stop.

ENEMY ATTACKERS

Flying Fighters

- Their sweeps over a city shorten as they get closer, until they finally dive into the city. 1st dive destroys the capsule, 2nd destroys the city.
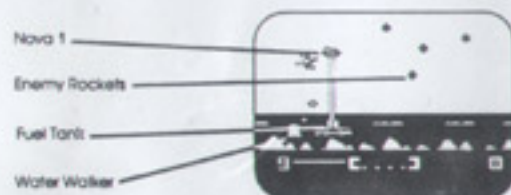- A warning beep alerts you of a squadron attack.

Water Walkers

- Up to 3 per squadron may surface in each wave.
- They can destroy your city with a single contact.

You must destroy all enemies in 1 wave before the next wave attacks.

Scoring

- For hitting an enemy Rocket: 50 points
- For bombing a Water Walker: 1000 points
- For each city remaining after an attack Wave: 1000 points.

USING THE RADAR

- Radar shows cities under attack. Protect them!
- If Nova 1 disappears off the right side of the Radar, it will reappear on the left and move right.
- 3 green dots represent 1 undamaged city.
  - 1st hit: 2 dots remain
  - 2nd hit: Destroys the city, no dots remain.
- Nova 1 — Blue dot.
- Water Walkers — Single green dots at the bottom of the radar.
- Airborne Enemies — Green dots in the air.

AMMUNITION

Lasers

- Used to destroy airborne enemy ships.
- Press firing button to fire.
- For continuous fire, keep button pressed.

Bombs

- Used to destroy Water Walkers.
- To fire, position Nova 1 directly over the Water Walkers, hold joystick down then press firing button.

THE DAMAGE INDICATOR

- The indicator is reset at 10 at the beginning of each wave.
- 1 point is subtracted each time Nova 1 gets hit or collides into an enemy.
- Game ends when the indicator shows a "0".

BEAMING SHIELD UPON CITY

- Beam a temporary shield over a city if it's lost its protective capsule.
  - Position Nova 1 directly over the city.
  - Hold bottom left side button until a shield appears over the city (shield will last several seconds)
- Three quarters of a full fuel supply is used by beaming a shield into a city.

REFUELING

- When your energy is low you'll hear a warning beep and the indicator flashes yellow and red.
- Stop directly over a fuel tank and hold joystick down.